

Collections, Part Three

Lexicon

Lexicon

- A **Lexicon** is a container that stores a collection of words.
- The Lexicon is designed to answer the following question efficiently:

Given a word, is it contained in the Lexicon?

- The Lexicon does *not* support access by index. You can't, for example, ask what the 137th English word is.
- However, it *does* support questions of the form “does this word exist?” or “do any words have this as a prefix?”

Tautonyms

- A ***tautonym*** is a word formed by repeating the same string twice.
 - For example: murmur, couscous, papa, etc.
- What English words are tautonyms?

Some Aa



One Bulbul



More than One Caracara



Introducing the Dikdik



And a Music Recommendation



Time-Out for Announcements!

Assignment 2

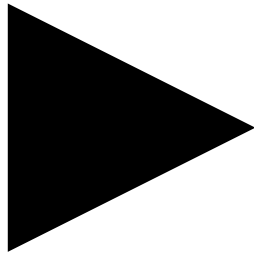
- Assignment 2 (Fun with Collections) goes out today. It's due a week from this Monday.
 - Explore mathematical models of crystal formation!
 - Build a program that (almost) always wins at *Hangman*.
- We've provided a suggested timetable for completing this assignment on the front page of the handout. Aim to stick to this timeline; you've got plenty of time to complete things if you start early.
- ***You must complete this assignment individually.*** Working in pairs is not permitted yet.

YEAH Hours

- We'll be holding YEAH (Your Early Assignment Help) hours for this assignment today at 3:30PM in Shriram 104.
- Can't make it? No worries! The slides will be up on the course website.

LaIR Closure

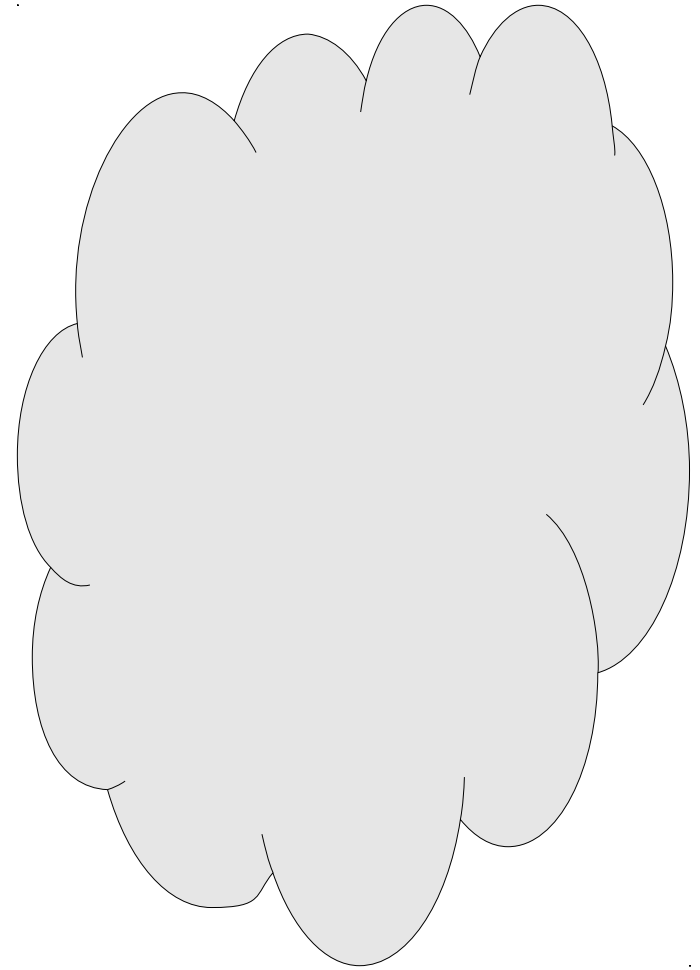
- The LaIR will be closed on Sunday in observance of Dr. Martin Luther King, Jr. Day.
- The LaIR will, however, be open on Monday during the usual 7PM - 11PM time slot.



Set

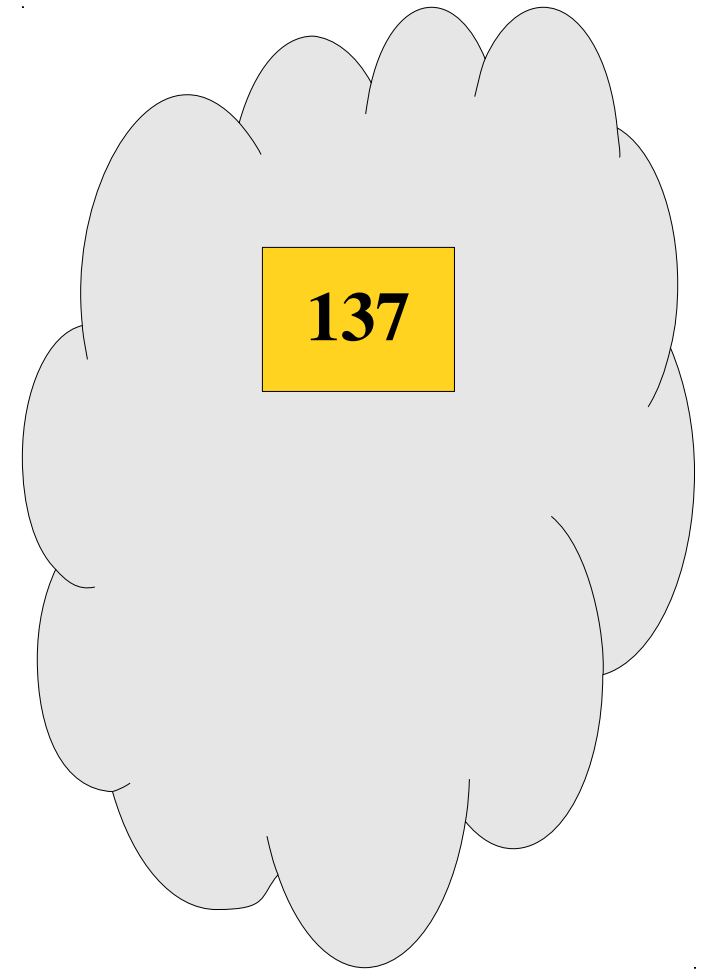
Set

- The **Set** represents an unordered collection of distinct elements.
- Elements can be added and removed, and you can check whether or not an element exists.



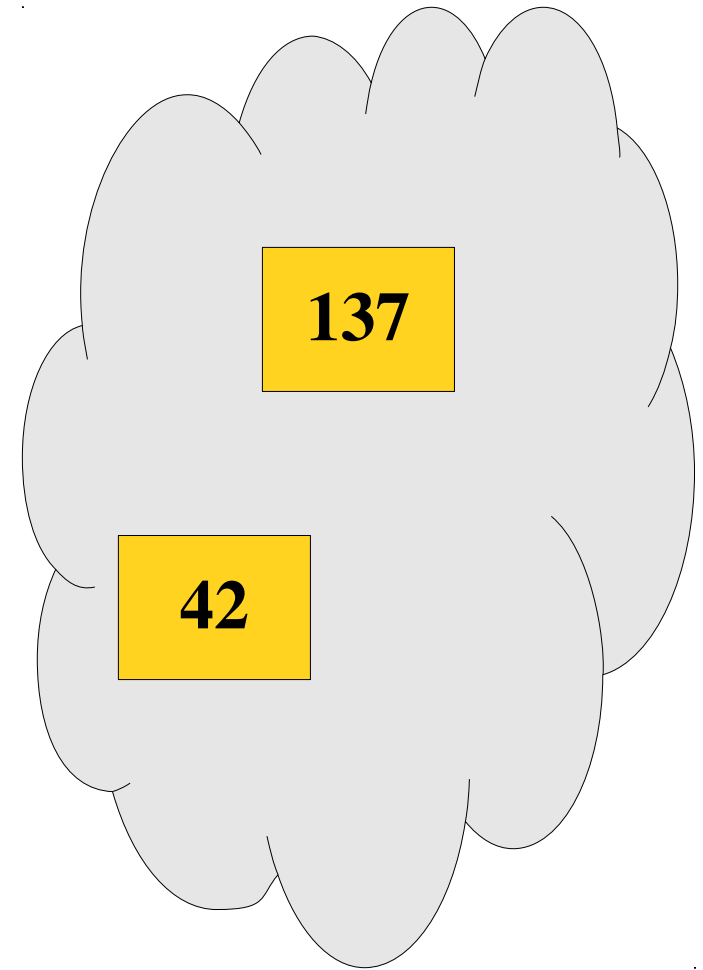
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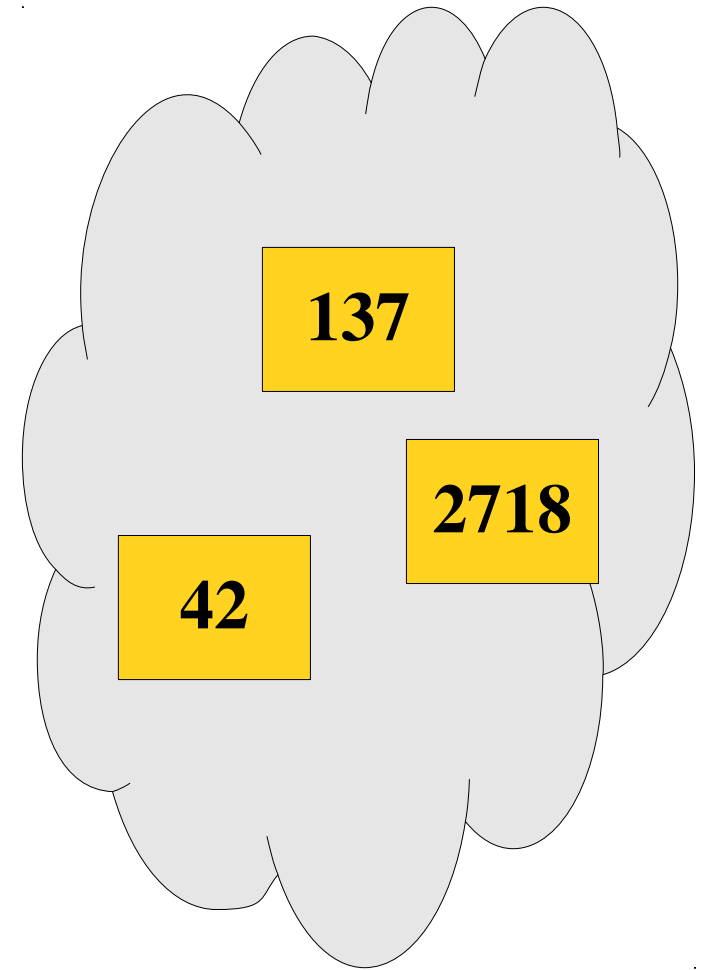
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- Elements can be added and removed, and you can check whether or not an element exists.



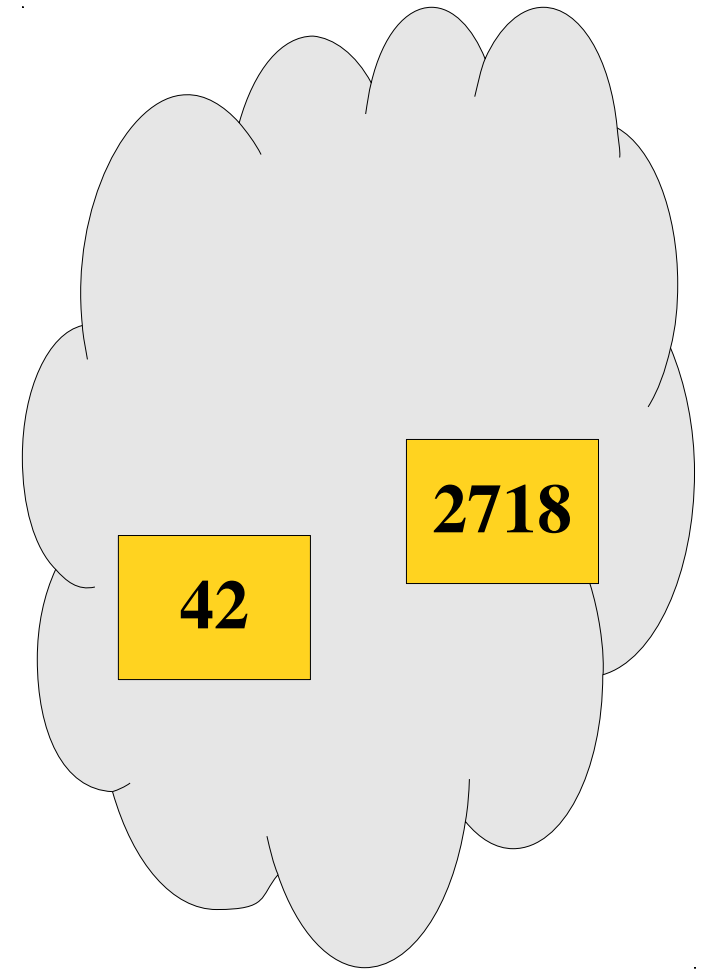
Set

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Set

- The **Set** represents an unordered collection of distinct elements.
- Elements can be added and removed, and you can check whether or not an element exists.



Operations on Sets

- You can add a value to a set by writing
set += value;
- You can remove a value from a set by writing
set -= value;
- You can check if a value exists by writing
set.contains(value)
- Many more operations are available (union, intersection, difference, subset, etc.), so be sure to check the documentation.

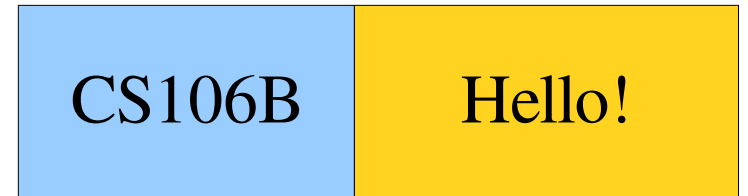
Map

Map

- The **Map** class represents a set of key/value pairs.
- Each key is associated with a unique value.
- Given a key, can look up the associated value.

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CS106B	Hello!
Dikdik	Cute!

Map

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- Each key is associated with a unique value.
- Given a key, can look up the associated value.

CS106B	Hello!
Dikdik	Cute!
This Slide	Self Referential

Map

- The **Map** class represents a set of key/value pairs.
- Each key is associated with a unique value.
- Given a key, can look up the associated value.

CS106B	Hello!
Dikdik	Very Cute!
This Slide	Self Referential

Using the Map

- You can create a map by writing

```
Map<KeyType, ValueType> map;
```

- You can add or change a key/value pair by writing

```
map[key] = value;
```

If the key doesn't already exist, it is added.

- You can read the value associated with a key by writing

```
map[key]
```

If the key doesn't exist, it is added and associated with a default value.

- You can check whether a key exists by calling

```
map.containsKey(key)
```

Map Autoinsertion

```
Map<string, int> freqMap;
while (true) {
    string text = getLine("Enter some text: ");
    cout << "Times seen: " << freqMap[text] << endl;
    freqMap[text]++;
}
```

Map Autoinsertion

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Map<string, int> freqMap;  
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```

freqMap



Map Autoinsertion

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freqMap



Map Autoinsertion

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}
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freqMap



Map Autoinsertion

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    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

text

"Hello"

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

text

"Hello"

Map Autoinsertion

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Map<string, int> freqMap;  
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    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

text

"Hello"

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

text

"Hello"

Oh no! I don't
know what that is!

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

text

"Hello"

Let's pretend
I already had that
key here.

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

0

text

"Hello"

The values are
all ints, so I'll pick
zero.

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

0

text

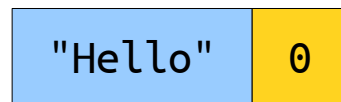
"Hello"

Phew! Crisis
averted!

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap



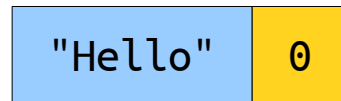
text

"Hello"

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap



text

"Hello"

Map Autoinsertion

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Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

0

text

"Hello"

Cool as a cucumber.

c(■ ■c)

Map Autoinsertion

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Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

1

text

"Hello"

Cool as a cucumber.

c(■ ■c)

Map Autoinsertion

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while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

}

freqMap

"Hello"

1

text

"Hello"

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
---------	---

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
---------	---

Map Autoinsertion

```
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while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

1

text

"Goodbye"

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

1

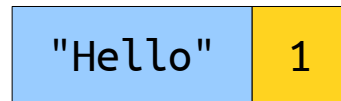
text

"Goodbye"

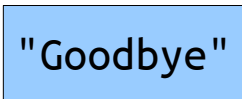
Map Autoinsertion

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freqMap



text



Map Autoinsertion

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Map<string, int> freqMap;  
while (true) {  
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    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"

1

text

"Goodbye"

Oh no, not again!

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
"Goodbye"	0

text

"Goodbye"

I'll pretend
I already had that
key.

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
"Goodbye"	0

text

"Goodbye"

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
"Goodbye"	0

text

"Goodbye"

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
"Goodbye"	0

text

"Goodbye"

Chillin' like a villain.

c(■■■c)

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

freqMap

"Hello"	1
"Goodbye"	1

text

"Goodbye"

Chillin' like a villain.

c(■■■c)

Map Autoinsertion

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    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

}

freqMap

"Hello"	1
"Goodbye"	1

text

"Goodbye"

Map Autoinsertion

```
Map<string, int> freqMap;  
while (true) {  
    string text = getLine("Enter some text: ");  
    cout << "Times seen: " << freqMap[text] << endl;  
    freqMap[text]++;  
}
```

}

freqMap

"Hello"	1
"Goodbye"	1

Sorting by First Letters

Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
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for (string word: english) {  
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```


Map Autoinsertion

```
Lexicon english("EnglishWords.txt");
```

```
Map<char, Lexicon> wordsByFirstLetter;
```

```
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```


wordsByFirstLetter



Map Autoinsertion

```
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    wordsByFirstLetter[word[0]].add(word);  
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```

wordsByFirstLetter



Map Autoinsertion

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for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter

word

"first"

Map Autoinsertion

```
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Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter

word

"first"

Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter



word

"first"

Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter

word

"first"

Oops, no f's here.

Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter { 'f' }

word "first"

Let's insert
that key.

Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter



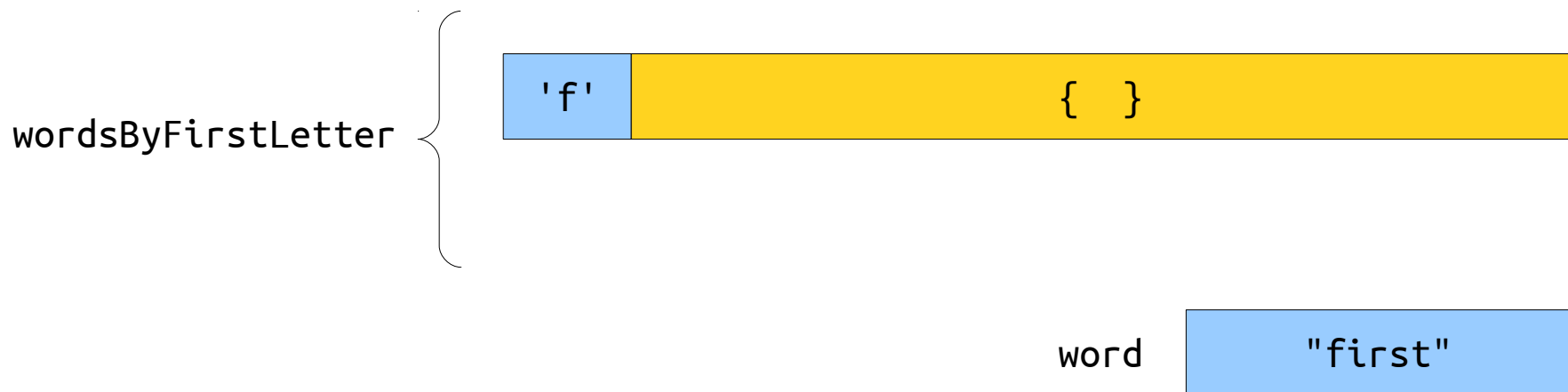
word

"first"

I'll give you a
blank Lexicon.

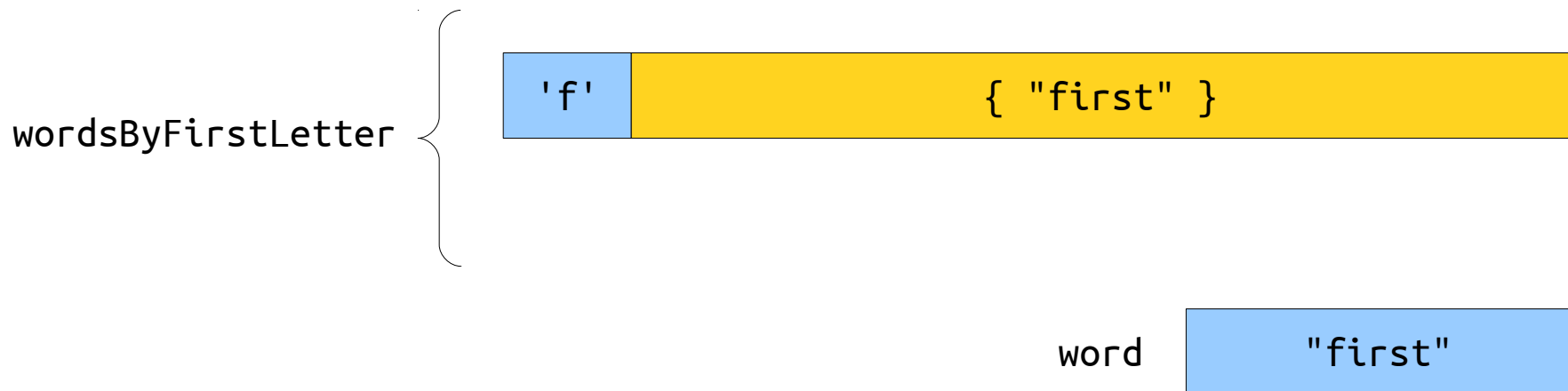
Map Autoinsertion

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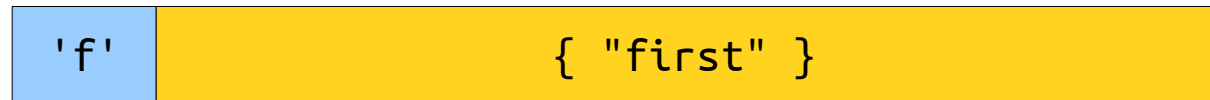


Map Autoinsertion

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}
```

}

wordsByFirstLetter



word

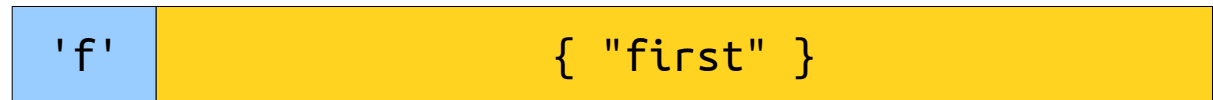
"first"

Map Autoinsertion

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Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
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}
```

}

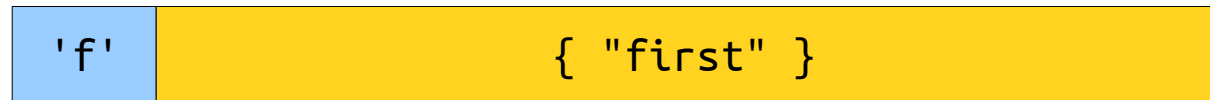
wordsByFirstLetter



Map Autoinsertion

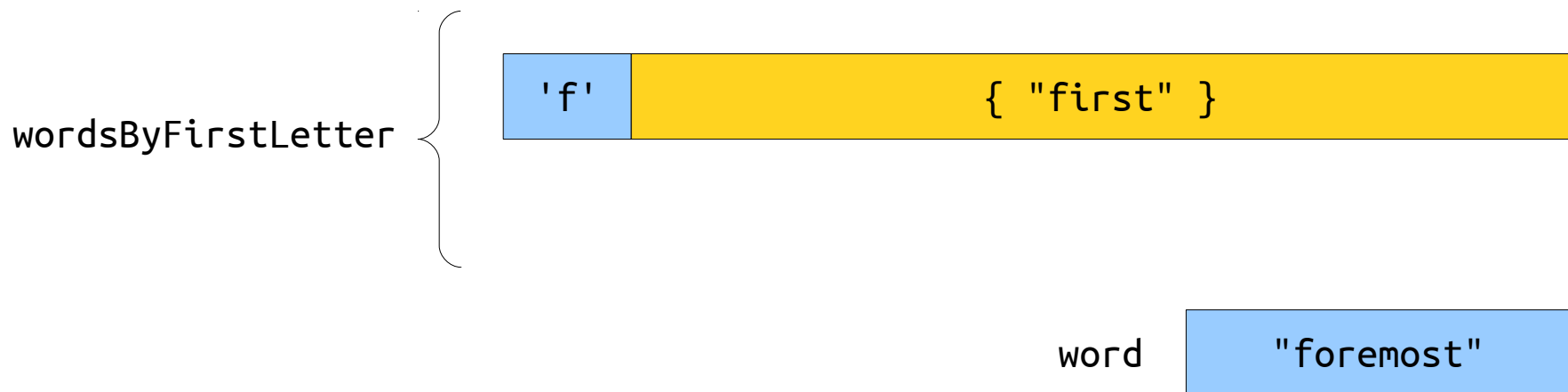
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```

wordsByFirstLetter



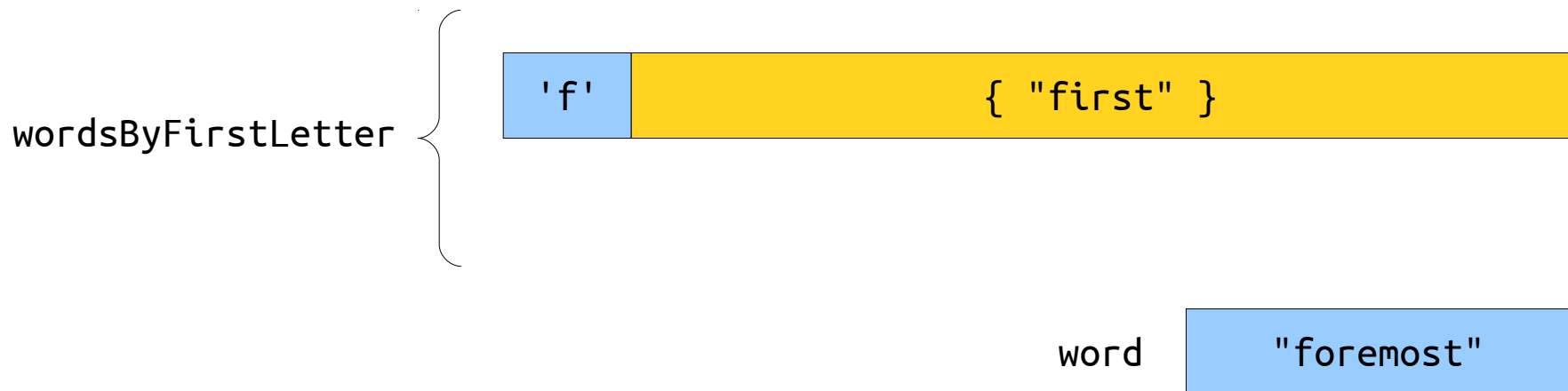
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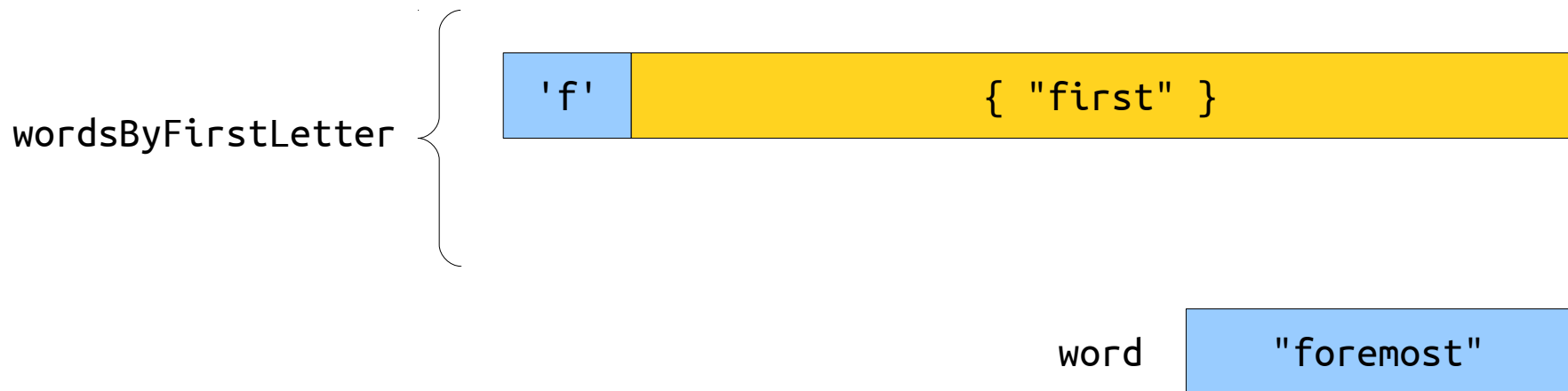
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Map Autoinsertion

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Map Autoinsertion

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}
```



word

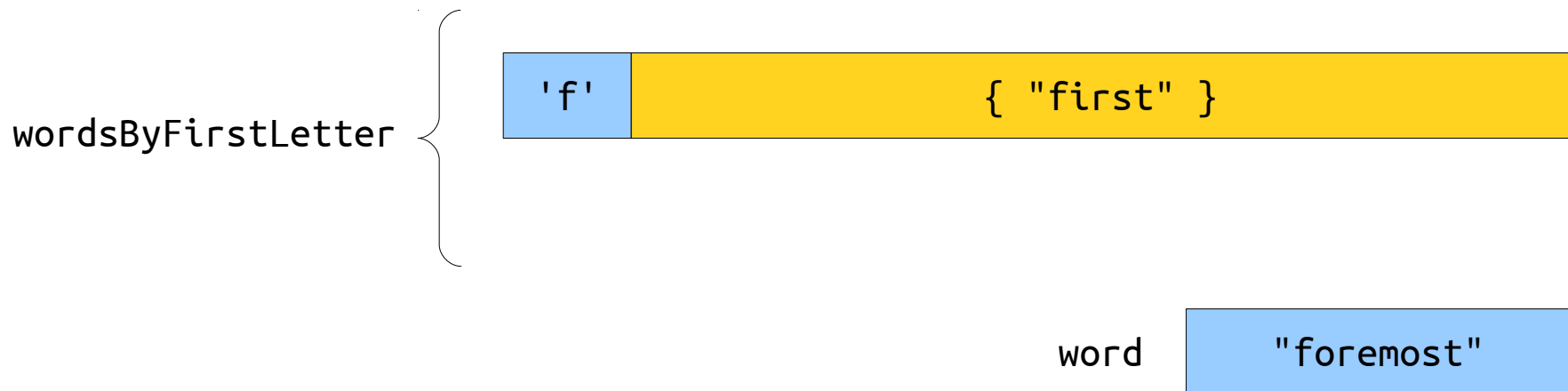
The diagram shows a variable 'word' in a light blue box containing the string "foremost".

Easy peasy.

c(■■c)

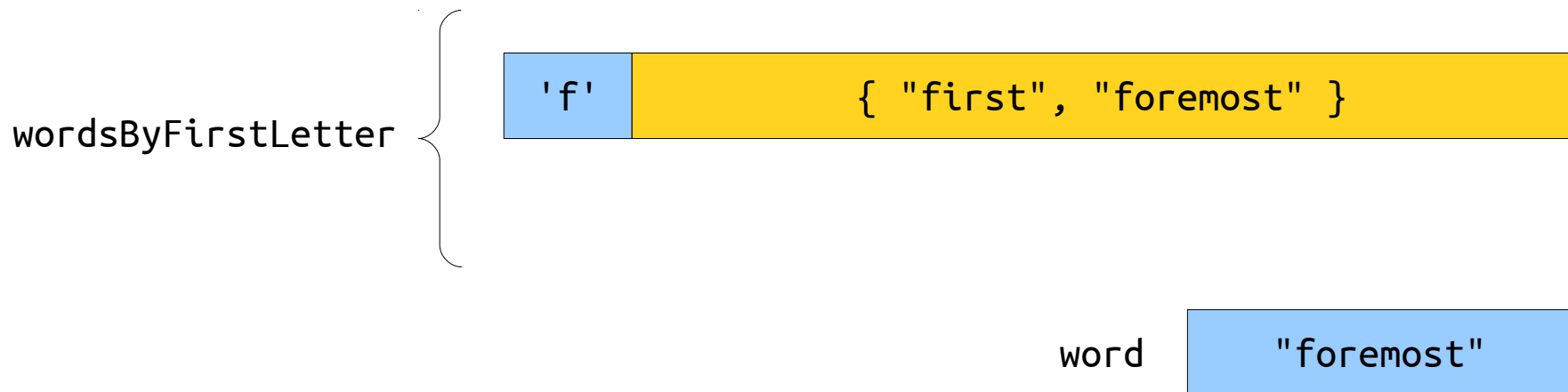
Map Autoinsertion

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Map Autoinsertion

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}
```



Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

}

wordsByFirstLetter

'f'

{ "first", "foremost" }

word

"foremost"

Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

}

wordsByFirstLetter

'f'

{ "first", "foremost" }

Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter

'f'

{ "first", "foremost" }

Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```

wordsByFirstLetter

'f'

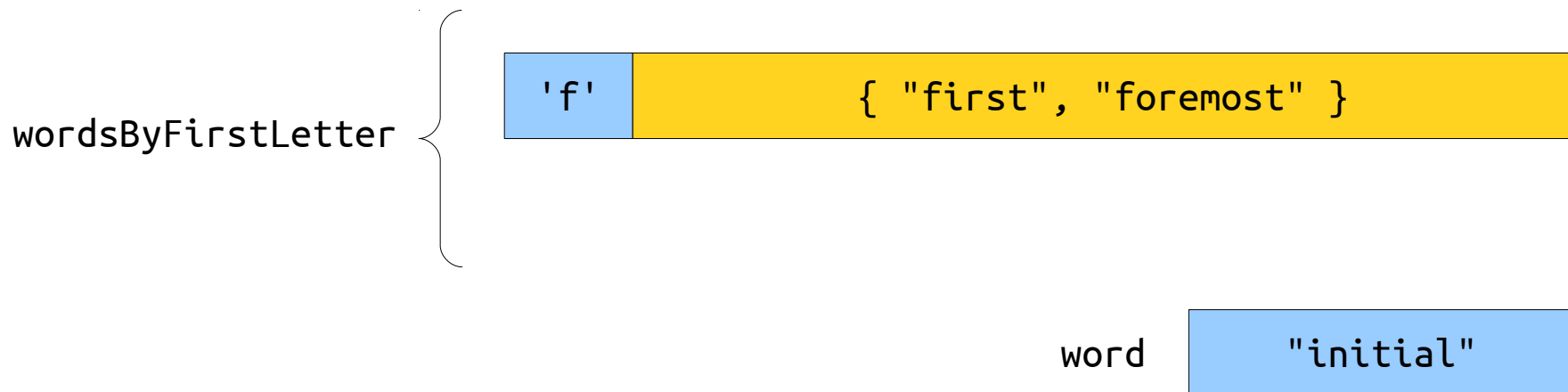
{ "first", "foremost" }

word

"initial"

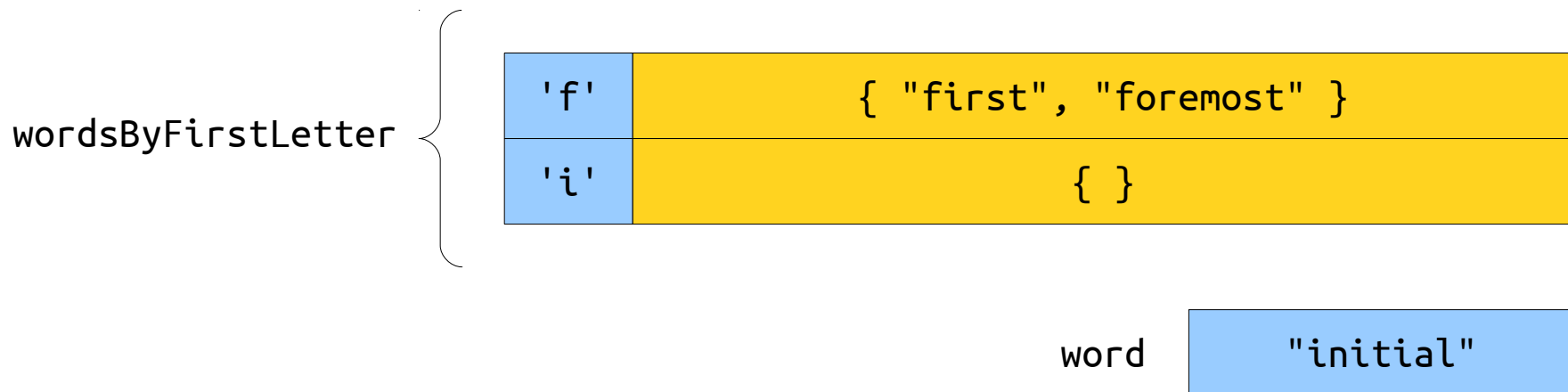
Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



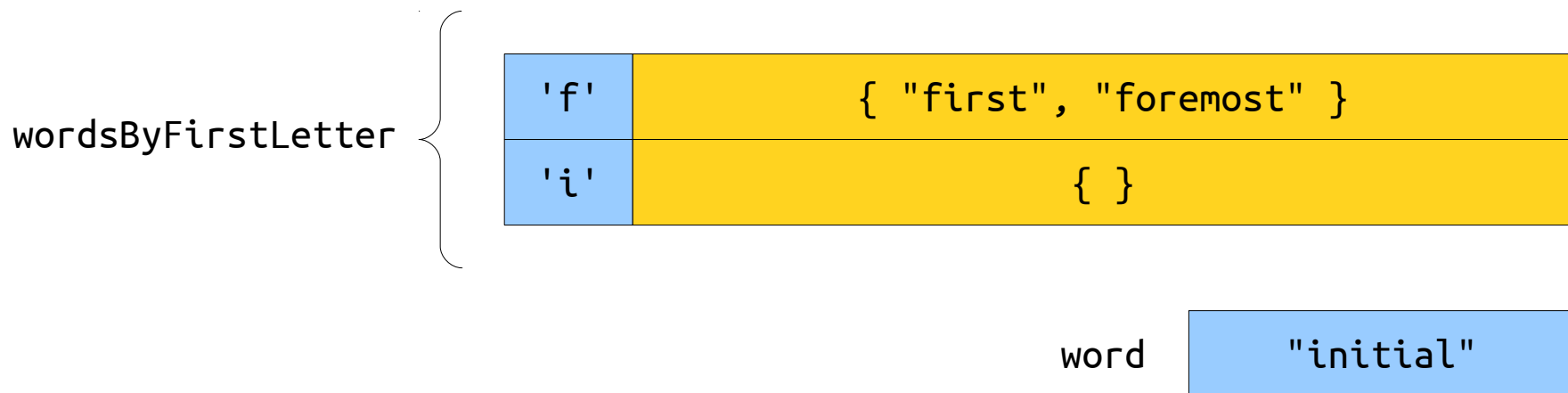
Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



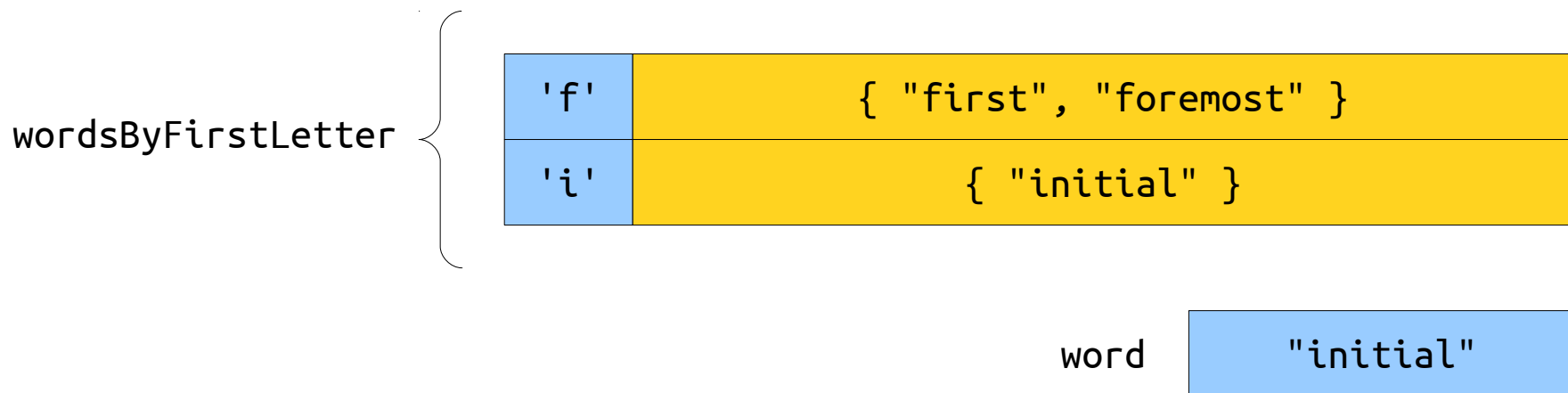
Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



Map Autoinsertion

```
Lexicon english("EnglishWords.txt");  
  
Map<char, Lexicon> wordsByFirstLetter;  
for (string word: english) {  
    wordsByFirstLetter[word[0]].add(word);  
}
```



Anagrams

- Two words are ***anagrams*** of one another if the letters in one can be rearranged into the other.
- Some examples:
 - “Senator” and “treason.”
 - “Praising” and “aspiring.”
 - “Arrogant” and “tarragon.”
- ***Question for you:*** does this concept exist in other languages? If so, please send me examples!

Anagrams

- ***Nifty fact:*** two words are anagrams if you get the same string when you write the letters in those words in sorted order.
- For example, “praising” and “aspiring” are anagrams because, in both cases, you get the string “aiignprs” if you sort the letters.

Anagram Clusters

- Let's group all words in English into "clusters" of words that are all anagrams of one another.
- We'll use a `Map<string, List<string>>`.
 - Each key is a string of letters in sorted order.
 - Each value is the collection of English words that have those letters in that order.

Next Time

- ***Thinking Recursively***
 - How can you best solve problems using recursion?
 - What techniques are necessary to do so?
 - And what problems yield easily to a recursive solution?

Extra Content: How to Sort a String

Order in Range-Based for Loops

- When using the range-based for loop to iterate over a collection:
 - In a Vector, string, or array, the elements are retrieved in order.
 - In a Map, the *keys* are returned in sorted order.
 - In a Set or Lexicon, the values are returned in sorted order.

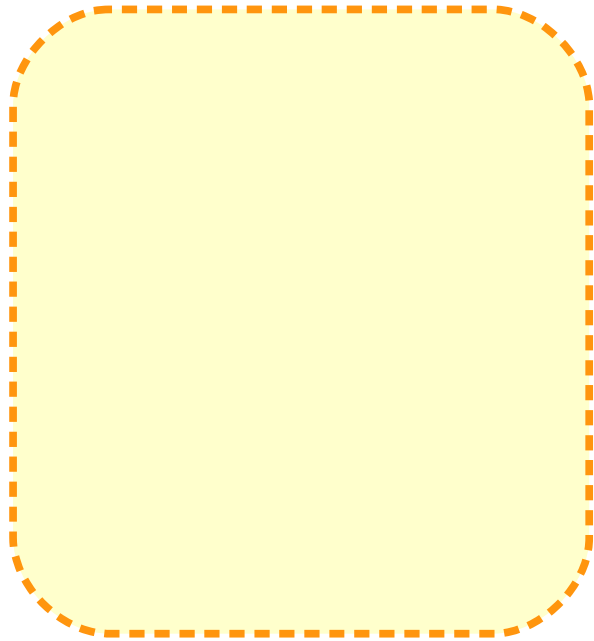
Counting Sort

Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---

Counting Sort

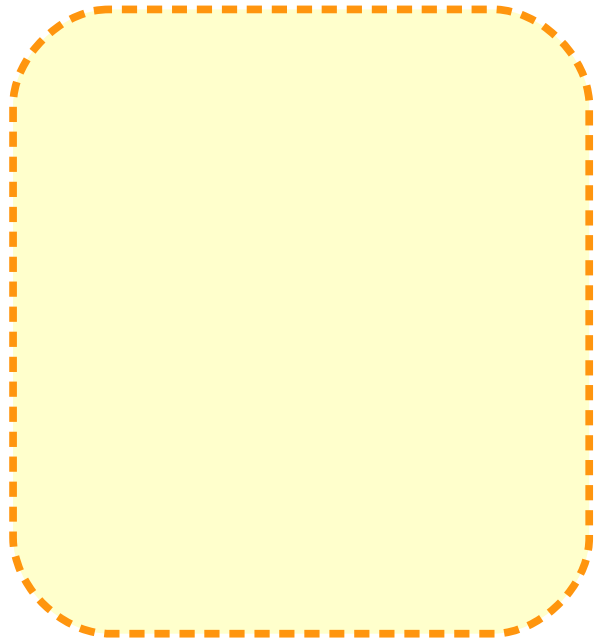
b	a	n	a	n	a
---	---	---	---	---	---



letterFreq

Counting Sort

b	a	n	a	n	a
---	---	---	---	---	---

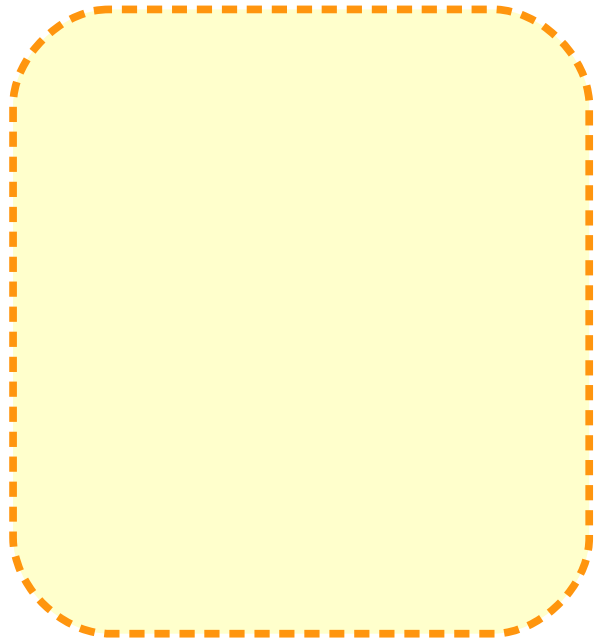
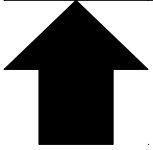


letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

Counting Sort

b a n a n a

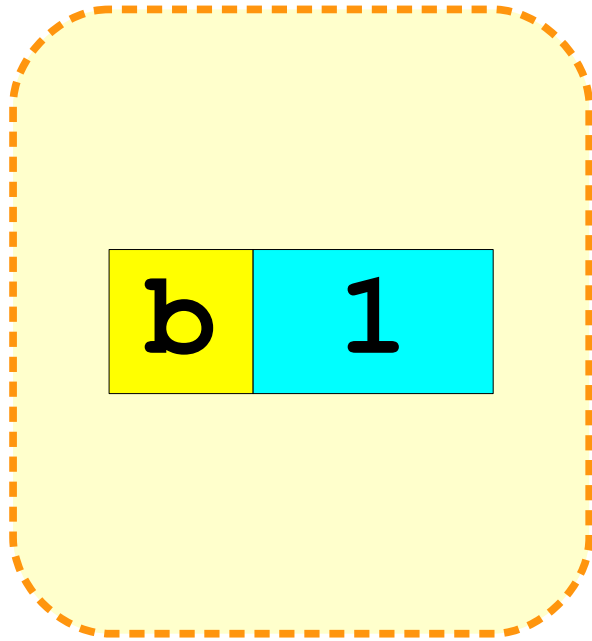
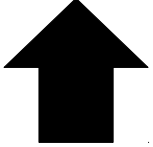


letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

Counting Sort

b a n a n a

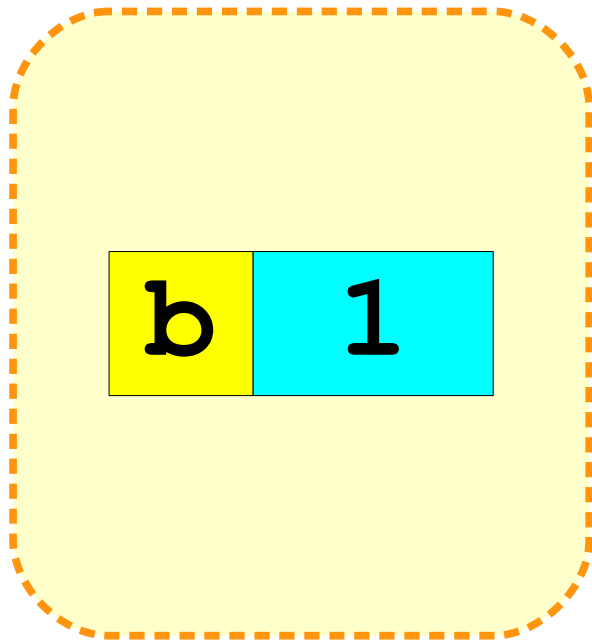
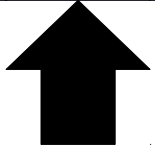


letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

Counting Sort

b a n a n a

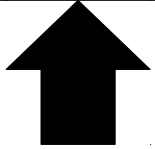


letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

Counting Sort

b a n a n a



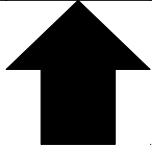
a	1
b	1

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

Counting Sort

b a n a n a



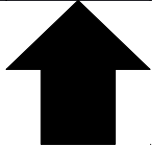
a	1
b	1

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

Counting Sort

b a n a n a



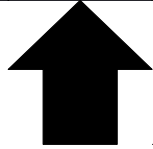
a	1
b	1
n	1

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```


Counting Sort

b a n a n a



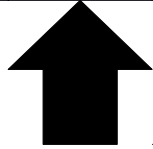
a	1
b	1
n	1

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

Counting Sort

b a n a n a



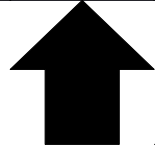
a	2
b	1
n	1

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

Counting Sort

b a n a n a



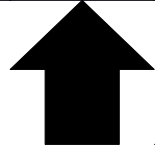
a	2
b	1
n	1

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

Counting Sort

b a n a n a



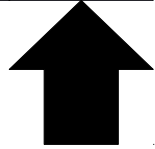
a	2
b	1
n	2

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

Counting Sort

b a n a n a



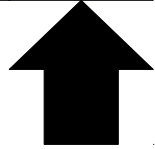
a	2
b	1
n	2

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

Counting Sort

b a n a n a



a	3
b	1
n	2

letterFreq

```
for (char ch: input) {  
    letterFreq[ch]++;  
}
```

Counting Sort

b a n a n a

a	3
b	1
n	2

letterFreq

Counting Sort

b a n a n a

a	3
b	1
n	2

letterFreq

```
for (char ch: letterFreq) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```


Counting Sort

b a n a n a

a	3
b	1
n	2

letterFreq

```
for (char ch: letterFreq) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```

Counting Sort

b a n a n a

a	3
b	1
n	2

letterFreq

```
for (char ch: letterFreq) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```

a a a

Counting Sort

b a n a n a

a	3
b	1
n	2

letterFreq

```
for (char ch: letterFreq) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```

a a a

Counting Sort

b a n a n a

a	3
b	1
n	2

letterFreq

```
for (char ch: letterFreq) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```

a a a b

Counting Sort

b a n a n a

a	3
b	1
n	2

letterFreq

```
for (char ch: letterFreq) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```

a a a b

Counting Sort

b a n a n a

a	3
b	1
n	2

letterFreq

```
for (char ch: letterFreq) {  
    for (int i = 0; i < letterFreq[ch]; i++) {  
        result += ch;  
    }  
}
```

a a a b n n

Counting Sort

b a n a n a

a	3
b	1
n	2

letterFreq

a a a b n n